Subject: Re: templated callback
Posted by crydev on Wed, 17 Apr 2013 09:00:52 GMT
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Didier wrote on Mon, 15 April 2013 20:02Hi crydev,

I think an example would help us understand the coding issue that gives you some problems

I`m sorry, I should give some code to make it more clear. I have a situation like this.

I have this parameter class to pass a templated parameter containing any data I need to my worker function.

```
class ParameterBase
{
    // general data that applies for any templated type.
};

template <class T>
class WorkerParameters<T> : public ParameterBase
{
    T data;
};
```

Say my UI initiates this function, which calls my callback function using the given template. In the ideal situation that is possible, making me able to send my templated data to the UI.

```
template <class T>
void Worker(ParameterBase* pParams)
{
    UICallback<T>();
}
```

What I already tried is creating a new class deriving from the Callback using a template I can alter in that class. No luck though. It is not possible to attach a function properly to THISBACK in my UI.

Thanks in advance!